

SYRTIS SOFTWARE Nascom Product List

Adventure 16K (Nascom Approved Product)

Requires 16K expansion. As demonstrated at the 1981 PCW show, and also at Compec '81. This is a compact version of the well-known, exciting and addictive mainframe game, now available in Z80 machine code for your Nascom. Using English-like commands, explore the mysteries of the legendary Colossal Cave, after you've found your way inside. Fend off attacks by evil dwarves, get past fierce green snakes, find your way to the hidden treasure chest deep inside the maze, and discover the exit to the cave. Over 80 rooms and detailed descriptions. Comprehensive vocabulary. A manual is supplied, with instructions and some useful hints. Only £15

ZAP Z80 Assembler

Requires 16K expansion (actually occupies 6K). Undoubtedly the most advanced assembler yet available for the Nascom. Among the many advanced features supported are:- incredible source code compression (thus much larger programs can be assembled than by using conventional assemblers), conditional assembly, macros, multi-line statements, NAS-SYS restarts, on-screen editing, conversational assembly and full error descriptions. Assembly may be to memory, memory plus some displacement (thus allowing relocation) or nowhere, for syntax checking. All Zilog mnemonics supported (except RST, which is replaced by the powerful NAS-SYS restarts), plus many powerful pseudo-ops. Comprehensive manual included. Only £15

Space Invaders

Requires 2K of memory. What more can be said about this game than has not already been said? This program, as far as is possible adheres to the standards set by the well-known TV game, with realistic speeding-up of invaders, mystery craft, full scoring etc. It is also as fiendishly difficult to play as the original. Only £5

State graphics (Nascom-2, minimal Nascom-1, Nascom-1 plus old Bits and PCs graphics board)

Breakout

Requires no memory expansion. One of the most well-known of the bat and ball games. Control the bat to try and keep the ball knocking out bricks from the wall (and increasing your score). Features full scoring and true bouncing, as well as authentic variable bouncing on the bat. Only £5

State graphics (Nascom-2, minimal Nascom-1, Nascom-1 plus old Bits and PCs graphics board)

Games Tape

4 exciting Z80 machine code games to run with a minimal amount of memory -- no extra memory is required.

Includes Zombie -- you are stranded on an island with the dreaded Zombies, who can't see you, but can home in on you by their sense of smell. Your only chance to avoid them eating you is to trick them down the holes on the island; Minefield -- try to save the victims of the minefield before the entire field is mined; Creature -- can you traverse the forest, reaching sanctuary on the other side, before the invisible 'Creature in the forest' finds you; Hectic -- flying bombs are devastating the earth. You must shoot them all down before they reach you, or the ground. Only £5

State graphics (Nascom-2, minimal Nascom-1, Nascom-1 plus old Bits and PCs graphics board)

Z80 Relocater

No memory expansion required. Specifically designed to relocate any Z80 machine code program, with special provision for all the NAS-SYS restart routines, to anywhere in memory. An extremely useful software tool. Only £5

Text editor

Requires 1K of memory (1000H plus). Another indispensable software tool for dealing with text of any size, this is a compact text editor with a powerful set of commands allowing the user to easily input, edit and transfer ASCII text to or from cassette. Only £5

Star Wars 16K

Requires 16K memory expansion and the original Bits and PCs Nascom-1 Graphics Board. This program is an accurate simulation of the attack on the Death Star in the famous film of the same name. You control an X-wing fighter flying down the Trench on the Death Star, and must drop your bomb down the chute right at the end of the Trench, surviving attacks by the enemy, and trying not to crash into the end wall, the side walls or run out of fuel! Graphics are utilized to the full, to give a vivid sense of realism, as you hurtle along the Trench. Various levels of difficulty and speed are available. Instructions are supplied, as well as comprehensive instructions in the program itself. May the force be with you! Only £15

All programs run on a Nascom-1 or Nascom-2 under NAS-SYS. Unless otherwise stated, no graphics are required. Programs requiring no memory expansion occupy memory from 0C80H onwards; those requiring more than this occupy memory from 1000H upwards.

When ordering, please state which tape format you require (Nascom-1, ~~Nascom-2 1200 baud CUTS~~, or Nascom-2 300 baud CUTS) and, if the program uses graphics, the graphics on your system (minimal Nascom-1 character set, Nascom-2 character set, Nascom-1 plus old Bits and PCs graphics set).

All programs are supplied on high quality cassettes and verified before being sent out.

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0. Andromedæ (Alpheraix)	45. Hydræ (Alphard)	90. Cygni (Deneb)
1. Cassiopeiæ (Caph)	46. Leonis (Regulus)	91. Cephi (Alderamin)
2. Pegasi (Atgenib)	47. Leonis (Algeiba)	92. Pegasi
3. Phoenicis	48. Ursæ Majoris (Merak)	93. Capricorni
4. Cassiopeiæ (Schedar)	49. Ursæ Majoris (Dubhe)	94. Gruis
5. Ceti (Diphda)	50. Leonis	95. Cephei
6. Cassiopeiæ	51. Leonis (Denebola)	96. Gruis
7. Andromedæ (Mirach)	52. Ursæ Majoris (Phecda)	97. Piscis Austrini (Fomalhaut)
8. Cassiopeiæ	53. Corvi	98. Pegasi (Scheat)
9. Eridani (Achernar)	54. Crucis	99. Pegasi (Markab)
10. Arietis (Sheratan)	55. Crucis	
11. Andromedæ (Almak)	56. Centauri	
12. Arietis (Hamal)	57. Virginis	
13. Ursæ Minoris (Polaris)	58. Crucis	
14. Persei (Algol)	59. Ursæ Majoris (Alioth)	
15. Persei (Mirfak)	60. Canum Venaticorum	
16. Tauri (Alcyone)	61. Ursæ Majoris (Mizar)	
17. Tauri (Aldebaran)	62. Virginis (Spica)	
18. Orionis (Rigel)	63. Ursæ Majoris (Alkaid)	
19. Aurigæ (Capella)	64. Centauri (Hadar)	
20. Orionis (Bellatrix)	65. Centauri	
21. Tauri (Elnath)	66. Bootis (Arcturus)	
22. Orionis	67. Centauri (Rigil Kent)	
23. Leporis	68. Bootis	
24. Orionis	69. Ursæ Minoris (Kochab)	
25. Orionis	70. Coronæ Borealis (Alphecca)	
26. Orionis	71. Scorpii	
27. Orionis (Betelgeuse)	72. Scorpii	
28. Aurigæ (Menkalinan)	73. Scorpii (Antares)	
29. Canis Majoris (Mirzam)	74. Trianguli Australis	
30. Carinæ (Canopus)	75. Scorpii	
31. Geminorum (Alhena)	76. Herculis	
32. Canis Majoris (Sirius)	77. Scorpii	
33. Canis Majoris	78. Ophiuchi (Rasalhague)	
34. Canis Majoris	79. Scorpii	
35. Geminorum (Castor)	80. Scorpii	
36. Canis Minoris (Procyon)	81. Draconis	
37. Geminorum (Poliux)	82. Sagittarii (Kaus Australis)	
38. Puppis	83. Lyrae (Vega)	
39. Velorum	84. Sagittarii	
40. Carinæ	85. Cygni (Deneb)	
41. Velorum	86. Aquilæ (Altair)	
42. Velorum (Suhail)	87. Capricorni	
43. Carinæ	88. Cygni	
44. Carinæ	89. Pavonis	

Symbols for
Constellations are :-

A - Andromeda
C - Cassiopeia
G - Gemini
H - Hercules
L - Leo
M - Canis Major
P - Pegasus
R - Orion
T - Taurus
U - Ursa Major
v - Lyra
X - Ursa Minor
Y - Cygnus